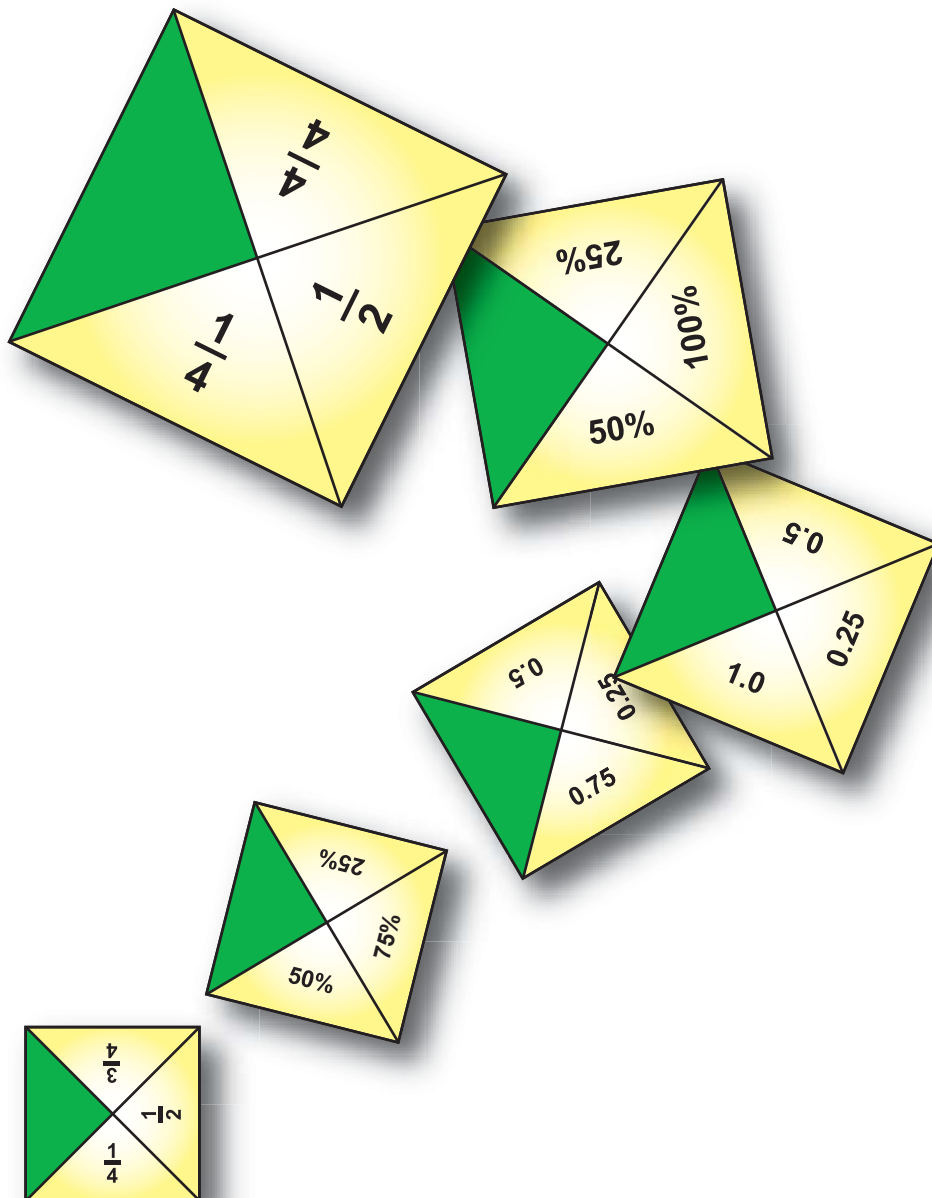


# EQUIVALENT SQUARES



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This is a simple domino-like concept, which can be adapted into many different games, depending on the number of players and their abilities. The cards are numbered with fractions, decimals or percentages. The point of all the games is for the players to match up the equivalent values on their cards, but not like-for-like. For example, a player could match 0.75 to 75%, or to  $\frac{3}{4}$ , but not 75% to 75%.

The game works best with around 4-6 players; using 3 copies of the squares template (producing 36 squares), but more can join in by producing/copying more of the Equivalent Square sets supplied. 2 basic games are outlined here, but it should be very easy to adapt and create your own, according to your needs.

## Game 1: EQUIVALENT DOMINOES

As the name suggests, this first game is very much like basic dominoes, but with a couple of ways to adapt it to make it more challenging, if you want.

1. Deal out an equal number of cards to each player, leaving a small pick-up pile.

2. The first player lays down their first card. The next player can play off either of the 3 numbered sides showing (see fig.1), but **not** off the green triangle.

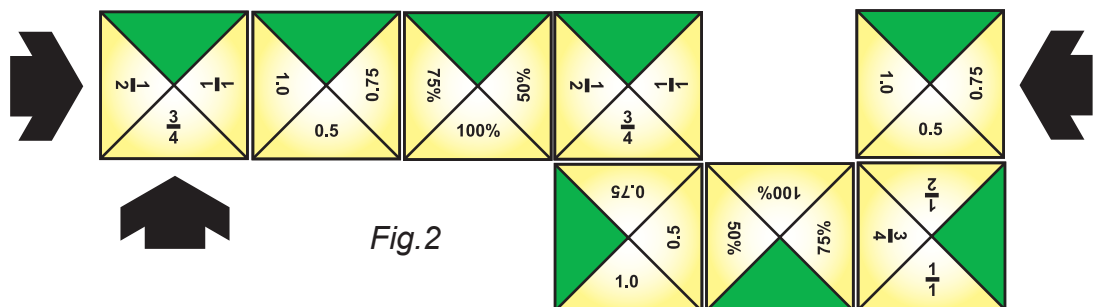
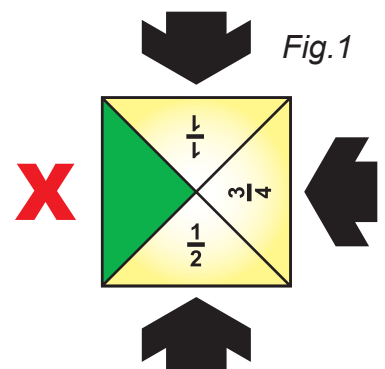
3. The next player to go can play off any number available, either straight on, or at a right angle to the card. Play must always occur off one or other end of the developing line, just like dominoes. Fig.2 shows the options for play off a typical line of Equivalent Squares.

4. If a player can't go, then they must take a square from the pick-up pile.

The game finishes once a player uses all their squares.

### ADAPTATION:

For children who are struggling, you can allow them to match up green triangles, so they can each have a go. This will make the game shorter and it is highly unlikely anyone would need the pick-up pile.



## Game 2: EQUIVALENT CROSS

This is a far more challenging game and allows children to think more deeply and play more strategically. In this game, players score points depending on how they play their squares. For this game, players may match up to the green triangles, but score no points for doing so. Use a small cribbage board, or whiteboards to keep score.

1. Deal out an equal number of cards to each player, leaving a small pick-up pile.

2. The first player lays down a square. This scores them 1 point.

3. Over the next 4 turns, a square must be placed on each side of the original to make a cross (fig.3). Each player that matches an equivalent number earns a point. Matching a green triangle scores zero.

4. Once the central cross is made players may play anywhere, provided the equivalent values are the same.

Players may match 1, 2, or 3 sides, scoring 1, 3, or 5 points respectively (Fig.4). Again, zero points for matching green triangles.

5. Play ends when all possible squares have been played. The winner is the player with the most points.

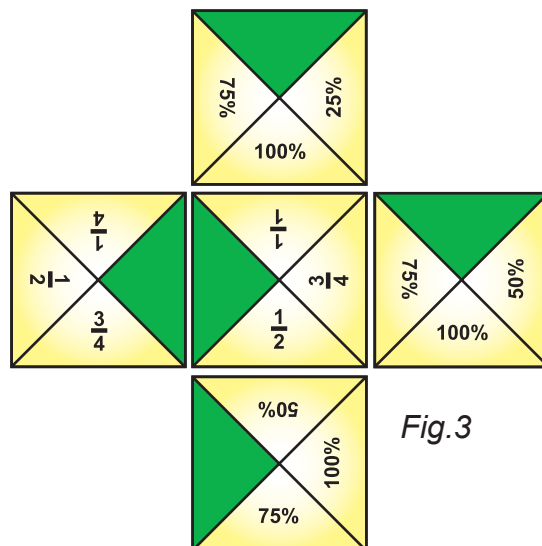


Fig.3

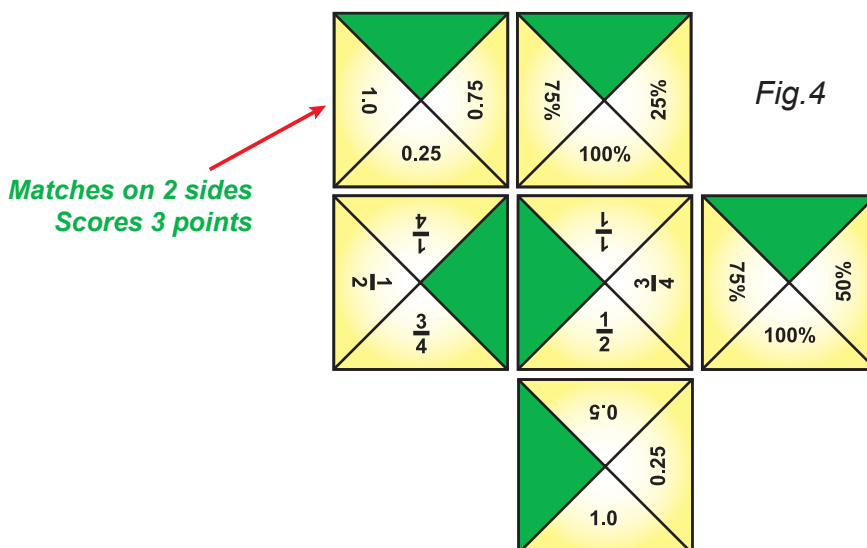


Fig.4

